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INDYCAR
SERIES 2005

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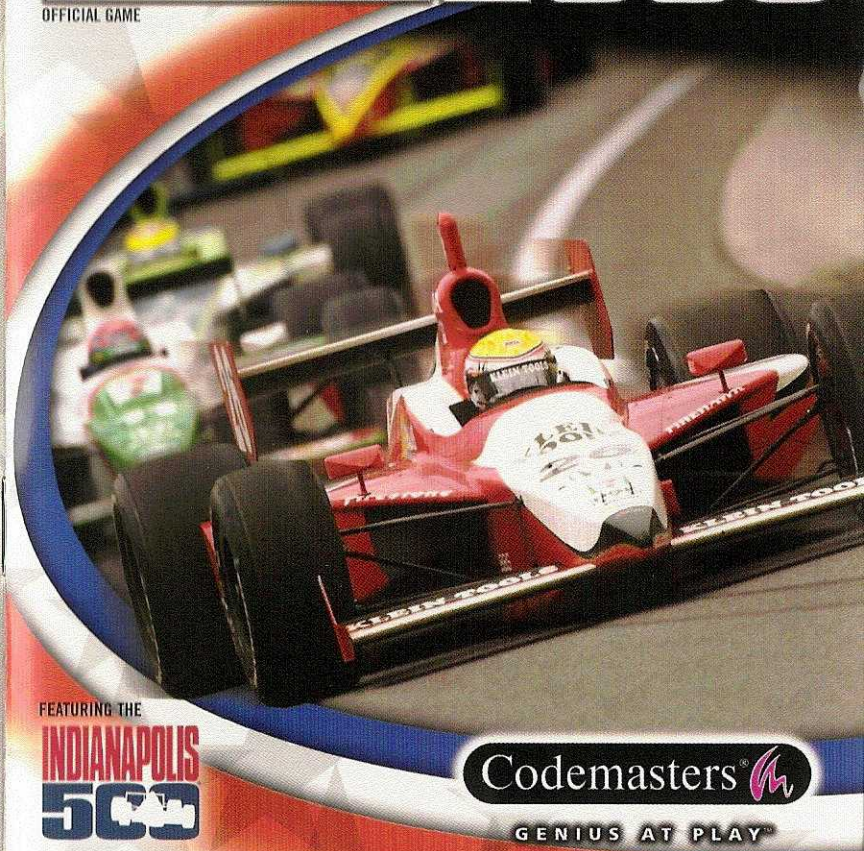*www.codemasters.com/register*

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XBOX

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INDYCAR
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OFFICIAL GAME

INDY RACING LEAGUE
INDYCAR
SERIES

FEATURING THE
**INDIANAPOLIS
500**

Codemasters
GENIUS AT PLAY

SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms – children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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CONTENTS

USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox® video game system by following the instructions in the Xbox Instruction Manual.

2. Press the power button and the status indicator light will light up.

3. Press the eject button and the disc tray will open.

4. Place the IndyCar®Series 2005 disc on the disc tray with the label facing up and close the disc tray.

5. Follow the on-screen instructions and refer to this manual for more information about playing IndyCar®Series 2005.
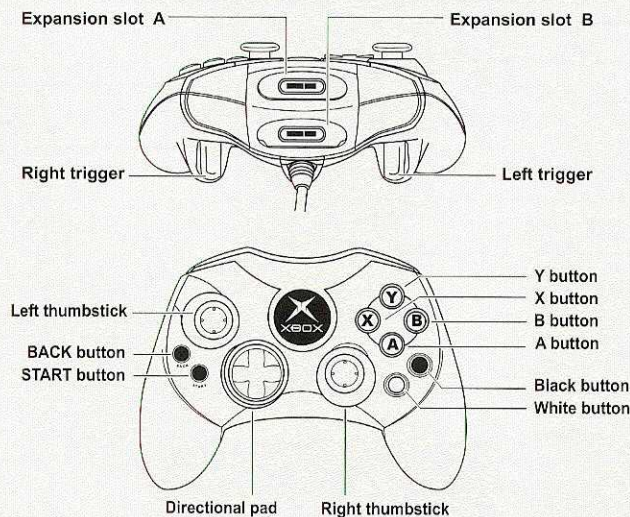
Disc tray

Controller port 1
Controller port 2
Eject button
Power button
Controller port 4
Controller port 3
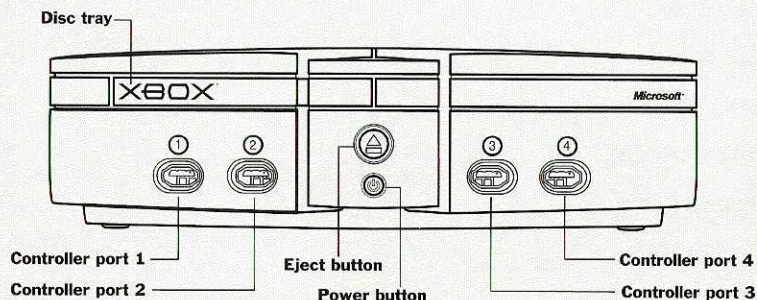
Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

• Insert only Xbox-compatible discs into the disc drive.

• Never use oddly shaped discs, such as star-shaped or heart-shaped discs.

• Do not leave a disc in the Xbox console for extended periods when not in use.

• Do not move the Xbox console while the power is on and a disc is inserted.

• Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER

1. Insert the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, insert additional controllers into available controller ports.

2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.

3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play IndyCar®Series 2005.

Expansion slot A
Expansion slot B
Right trigger
Left trigger

Left thumbstick
Y button
X button
B button
A button
BACK button
START button
Black button
White button
Directional pad
Right thumbstick

MENU NAVIGATION

When navigating menus any controller can be used. The controls are as follows:

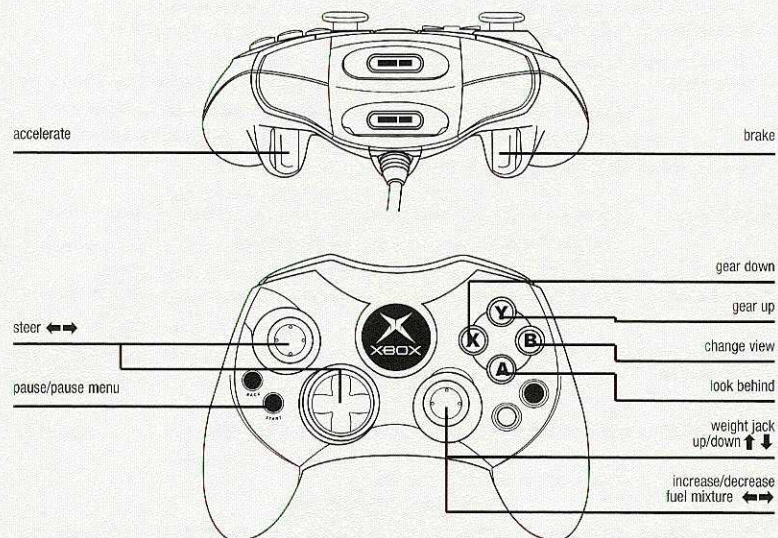|	
Highlight menu item:	Directional pad or left thumbstick ⬆ ⬇
Change menu item when ◀▶ is shown:	Directional pad or left thumbstick ⬅➡
Select highlighted menu item:	Ⓐ or START
Cancel/back:	Ⓑ or BACK
Access Quick Live Menu (when signed into Xbox *Live*):	Ⓨ

Take IndyCar® Series 2005 Beyond the Box

Xbox *Live*™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.
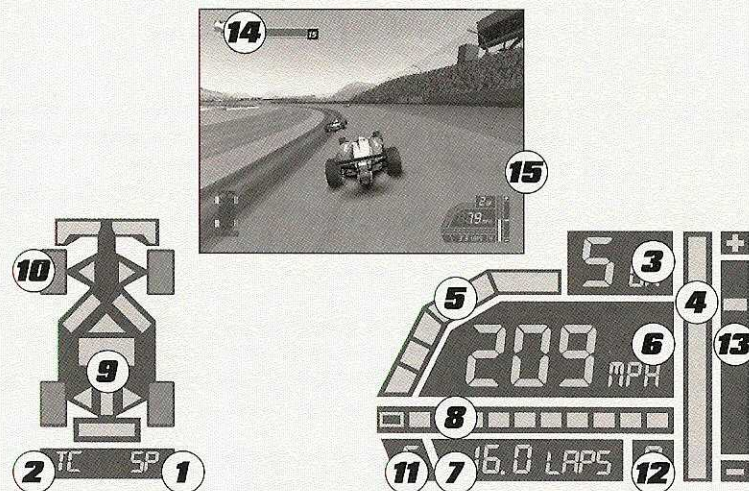
Connecting

Before you can use Xbox *Live*, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox *Live* service. To determine if Xbox *Live* is available in your region and for information about connecting to Xbox *Live*, see ***www.xbox.com/connect***.

CONTROLS

accelerate — brake

steer ⬅➡

pause/pause menu

gear down
gear up
change view
look behind
weight jack up/down ⬆ ⬇
increase/decrease fuel mixture ⬅➡

Select alternative control configurations through Main Menu > Options > Controls.

ON THE TRACK

1. Speed Assist: Indicates when Speed Assist has kicked in to reduce your speed and help you corner more easily.

2. Traction Control: Indicates when Traction Control has activated to eliminate wheel-spin.

3. Current Gear: The current gear you are using. Set your transmission type through Main Menu > Options > Advanced Game Options. Automatic transmission takes control of your gears allowing you to concentrate solely on driving, whereas manual transmission enables you to shift gears as needed.

4. Draft Meter: Shows the benefit your car is getting from riding the slipstream of the car in front. The fuller this is, the less drag your car is experiencing.

5. Rev Counter: When the final light illuminates, you have reached maximum revs and will need to shift up a gear.

6. Current Speed: Your current velocity.

7. Lap Indicator: The estimated laps remaining on your current tank of fuel.

8. Fuel Tank: The amount of fuel left in your tank.

9. Damage Display: Each element brightens as you take damage. If you are racing at Pro skill level, internal components can also malfunction.
Cooling System: as this is damaged, the ECU lowers the rev limit to stop engine damage.
Oil System: damage to this will reduce engine torque (pulling power).
ECU: if damaged, reliable fuel control may be lost resulting in misfiring and rough acceleration.
Transmission: a damaged gearbox may not respond in all gears.
Engine: any engine damage is terminal.

10. Tire Temp.: Displays the temperature of your tires.
Blue/yellow = cold/warm; orange/red = optimum temperature; pink/white = v. hot. Hotter tires provide more grip, but will wear faster than colder ones.

11. Caution / Pits: Illuminates if you enter a Caution Period. If "C" is displayed, the Pits are closed; if "P" is shown, the Pits are open. However, you may enter the pits when they are closed if your car is damaged or about to run out of fuel.

12. Fuel Mixture: These controls adjust your fuel:air ratio during the race. Increasing the richness of your Mixture gives you greater speed, but at a cost to your consumption (normal running = 4). Decreasing it has the opposite effect. Set the mixture to 0 to save fuel during Caution Periods.

13. Weight Jacker: This corrects steering problems in real time during the race. Adding weight corrects understeer problem. Subtract weight to fix oversteer.

14. MFD: The MFD (Multi-Function Display) serves the following purposes:
Race State: see Flags.
Qualification: during qualification, your lap times and average speeds are shown.
Laps Remaining: the number of laps left to the checkered flag.
Race Positions: the positions of all drivers are shown periodically. Your position is always displayed in the top right corner.
Car in Front: the time difference between you and the car in front.
Car Behind: how far the car behind is from you (measured in seconds).
Split Times at the Line: the time difference between you and the top five drivers.
Lap Speeds: shows your best and last lap times.

15. Warning Icons: Indicate unusual track conditions:
Autodrive: takes control of your car at the start of a race, during caution periods and when you enter the pit lane. A 5-second countdown is given when control is about to return to you.
Caution Period & Start of Race: no overtaking is allowed; you must maintain position behind the marked car. See also Flags, Cautions & Penalties.

16. Mirrors (not shown) use your rear-view mirrors when in Cockpit View (Ⓑ) to watch out for rivals looking to overtake.

CAREER GOALS

For each Goal you achieve, you will receive a trading card. The standard of your card depends on the class in which you earn it. At Easy level and you'll receive a bronze card; win through as a Pro and you can expect to add golds to your collection.

Whenever you achieve a Career Goal, you may also unlock a Bonus in addition to your cards.

PLAYER PROFILE

To create your Player Profile, go to "Player Profile" on the Main Menu and set up your details. All game progress is saved to your Profile.

Trading Card Album

Check out the Trading Card Album to review all of the Trading Cards and Bonuses you've unlocked.

Manage Player Profiles

Create Follow the directions shown on screen to set up your Player Profile.

Load When you load the game, your last used Player Profile is loaded automatically. If you want to load an alternative saved Profile, select "Load Player" from this menu.

Save At regular points throughout the game, your game progress is Autosaved to your Player Profile.

QUICK RACE

Get straight onto the speedway. Set up your race using the options described below, then select "Start Race."

Test Drive	Practice on the selected track (see Track below) with the circuit and car setup you've specified in the Garage (see The Garage).
Start Race	Take part in a full race day event. To include a Qualification stage, try the harder difficulty levels (see Qualification).
Driver	Drive as any of the pros of the IndyCar®Series, or use a custom driver (unlockable).
Track	Select the circuit to be raced.
Laps	Define the length of your race.
Opponents	Set the number of drivers to compete against.
Skill Level	*Easy:* Your car is invulnerable to damage. You have unlimited fuel; tires do not wear. All of the Assists are available. No rules apply.
	Normal: Minor damage applies. You have unlimited fuel; your tires do not wear. The Speed Assist is unavailable. The full rules of the IndyCar®Series apply.
	Pro: This is the real deal. Full damage applies; fuel is consumed and tires wear. No Assists are available and you must qualify for your place on the grid (see Qualification).
	Custom: See Custom Skill Level.

Custom Skill Level

Set the parameters for your race as described below. When you are satisfied with your choices, select "Use These Settings."

Damage	*None:* No cars take damage.
	Simple: All cars are subject to basic damage.
	Full: All cars are vulnerable to realistic damage.
	AI Cars Only: Your car is invulnerable, but all other cars can be damaged.
Fuel & Tire Wear	*Off:* Tires do not wear. No fuel is consumed.
	On: Periodic pit stops are required to replace worn tires and refuel your vehicle.
Penalties	*Off:* You will incur no penalty for any of your actions on the track.
	On: Penalties apply according to the rules. Flags are shown (see in-game Masterclass).
Grid Position	*Front/Middle/Back:* Set your starting position on the grid.
	Qualify: You must race qualification laps before the race to decide your starting position (see Qualification).

INDYCAR®SERIES

The IndyCar®Series is the heart and soul of the game. The rules of the IndyCar®Series apply throughout the competition (depending on your Skill Level); learn them in the Masterclass before taking the challenge.

Set up the options described below, then select "Start Series."

Driver:	See Quick Race
Laps:	Select the number of laps for each circuit. Take care when selecting shorter race distances as, depending on the skill level selected, the rules of the IndyCar®Series (including compulsory pit stops and Caution Periods) may apply.
Skill Level:	See Quick Race.

SERIES QUALIFICATION

Qualification decides your grid position for the coming race. It begins with a warm-up lap followed by the qualification laps. Two laps are driven; your fastest lap time is recorded. When all entrants have completed qualification, the starting grid is constructed in order of each driver's best lap time, the fastest taking pole position.

If you fail to complete the qualification laps, your fastest completed lap determines your place on the grid.

WINNING THE SERIES

Points are awarded depending on your finishing position. At the end of the Series, the driver with the most points is the winner. In the event of a tie on points, the driver with the most first places is the winner.

Points are allocated as follows:

Position	Points	Position	Points	Position	Points	Position	Points
1	50	9	22	17	13	25	5
2	40	10	20	18	12	26	4
3	35	11	19	19	11	27	3
4	32	12	18	20	10	28	2
5	30	13	17	21	9	29-33	1
6	28	14	16	22	8		
7	26	15	15	23	7		
8	24	16	14	24	6		

The driver that leads the race for the most laps gains an extra two points.

Saving

Your IndyCar®Series 2005 game is automatically saved at the end of each race day. You can also make manual saves at the Pits during each race.

INDY 500®

The Indy 500® is unquestionably the most famous and prestigious race of the entire IndyCar®Series.

All setup options are identical to the IndyCar®Series mode. See IndyCar®Series for more information.

Qualifying for the Indianapolis 500®

Unlike normal qualification, there are four qualifying laps instead of two. Your qualifying speed is determined by averaging the speed of all four laps.

Pole Day

Pole Day is your best chance to claim that elusive pole position (it is possible for the pole position to be undecided on Pole Day, but this is very rare). You can make up to three attempts to qualify over Pole Day and Bump Day, but once you take the checkered flag at the end of lap four, your time is official. You won't get another chance to try out, so make sure your time is a good one. If you don't want your time to count, you must "waive" your attempt before crossing the finish line. To end a qualification attempt before the end, select "Waive" from the Pause Menu, or drive into the Pits.

During Pole Day, if you waive a qualification run, you will not get another chance to try out until all other entrants have had their go. If there is any free time left at the end of Pole Day, the draw moves into a period of free qualification. This is on a first-come-first-serve basis, so make sure you press Ⓐ to get a chance before the time runs out.

Bump Day

If you're not on the grid by Bump Day, this is your last chance so long as you have not used up all three attempts.

On Bump Day, any free grid places are filled up first. Once the grid is full, the "bumping" begins! The slowest qualifier is "on the bubble." If another driver posts a quicker time, the driver who is on the bubble is bumped out of the Indy 500®; the honor then falls to the next slowest driver.

Those who earn a grid position on Bump Day are placed below the line of Pole Day qualifiers.

Remember, once you take the checkered flag your time is official. Make sure you waive the attempt if you think you're too slow.

MASTERCLASS

The fastest way to become a professional-level IndyCar®Series driver is to take a Masterclass course. Select "Masterclass" on the Main Menu to display a list of the classes available. Select the class name to learn all that the lesson has to teach.

DAMAGE & PIT STOPS

As you race, you may receive damage to your vehicle, depending on the Skill Level you have selected for your game mode. It is important to get this fixed as any damage affects the performance of your car. To repair minor damage to your car and to replace worn tires and refuel, head to the Pits. Too much damage could prevent you from finishing the race.

When you reach the Pits, the Pit Menu will appear on screen detailing all actions that need to be performed on your vehicle – by default these are all enabled. To disable a repair or other action to save time, de/select the item on the Pit Menu.

THE GARAGE

Come to the Garage to adjust the specification of your car. Select "Swap" to define different car parameters for qualification and racing. For qualification, configure your car for the best possible speed. For the race itself your car needs to hold together over many laps – aim for the best compromise between durability and speed.

Tire Pressure:	Tire pressure changes the shape of the contact patch. This affects grip, rolling resistance and wear. To achieve the optimum ratio between grip and wear, set the pressure so that the tire contacts the track across its entire width. Over-inflating your tires will give a lower rolling resistance (therefore a higher top speed), but will lessen your grip. Under-inflating them gives more grip, but your top speed is reduced.
Springs:	The springs stiffen or soften your suspension and affect how your car handles under cornering stresses and aerodynamic loads. Soft suspension risks body roll when cornering or grounding under aerodynamic load. Suspension that is too stiff may make your handling unreliable.
Dampers:	Dampers reduce or eliminate oscillations in the springs. If your dampers are too hard, your suspension may be less able to handle inconsistencies in the road surface. If your dampers are too soft, the suspension may oscillate too much.
Ride Height:	Ride height affects both drag and downforce. If it is set high, drag will be reduced, but so will the downforce which pushes your car onto the track. If set low however, your car could ground on the road surface. Ride height settings have a knock-on effect on your suspension.
Gears:	Your gearbox has six forward gears. The first three are considered "restart gears" and are usually set for optimum acceleration out of the Pits. The top gears are usually very closely set, with the top gear only used when in the draft of the car in front. Setting gear ratios correctly for each track is essential.

Camber: Camber is used to maximize the contact patch of each tire. If the tires on the right side of the car are hotter on the outside edge, they will benefit from a negative camber. The opposite is true of the tires on the left side of the car. Use camber to spread the load as evenly as possible across each tire.

Toe-in: Toe-in pulls the car back straight when it is disrupted by, for example, a bump or gust of wind. Increasing toe-in can help to cure a car that is unstable on the straights and can also help to generate scrub (friction) on the front tires, creating heat and improving grip. Toe-out is a bad idea and should be avoided.

Wings: The wings on your car produce downforce and extra grip at a cost to drag and top speed. Wings can also be used to correct over/understeer.

FLAGS, CAUTIONS & PENALTIES

Throughout your races, various flags are shown to the drivers to communicate the current status of the competition. These are as follows:

Green Flag: Starts the race and indicates a restart.

White Flag: Shown to the leader at the beginning of his or her final lap.

Blue Flag: You should consider other drivers about to overtake you.

Checkered Flag: The end of the race.

Yellow Flag: Caution Period – there has been an accident on track. Follow the marked car and maintain position.

Black Flag: You are in violation of the rules. Enter the Pits at your next opportunity and suffer a time penalty.

For a more complete overview of the rules, check out the Masterclass section in the game.

MULTIPLAYER

Split Screen

Up to four players can race at a time on one Xbox in split screen mode. First, select the number of players, then select the track to be raced and the distance. Finally choose the number of AI drivers that will be competing and select "Use These Settings" to progress to each player's setup.

Player Setup

Starting with Player 1, each player in turn chooses the driver they want to race as and their Skill Level. When all players have completed their choices and selected "Use These Settings," the race will begin.

Control Type

See Options Menu > Controls

System Link

Select "System Link" to start or join a multiplayer game using linked Xbox systems.

Host: Use the options shown on the Host screen to define the parameters for your race. When you are finished, select "Start Session" to go to the race lobby. Your game will appear on the Join list of any linked Xbox video games systems.

In the race lobby, press Ⓐ to choose the livery of your car and when you are ready to hit the track, press ⓧ. The Host can select "Start" to begin the race at any time.

Join: Enter the game lobby of one of the games created on other linked Xbox video game systems by selecting a game in the Join list on screen. Choose your livery (Ⓐ) and press ⓧ to show you are ready to race. The race will begin when the host selects "Start."

Xbox *Live*

Select "Xbox *Live*" to take part in a multiplayer game on Xbox *Live*. You must previously have created an Xbox *Live* account and Gamertag. (Refer to the instructions supplied with Xbox *Live* for information on how to do this.) If you are not already signed into Xbox *Live*, choose a Gamertag and proceed, or "Create New Account" to return to the Xbox Live Dashboard and create a new account.

Quick Match: Quick Match is the quickest and easiest way to get into a game. Select "Quick Match" to automatically locate a race and enter the game's lobby.

OptiMatch: OptiMatch allows you to specify exactly what sort of game you're looking for. Define the criteria for your game search (i.e. track, no. of laps, etc), then press Ⓐ to display a list of games running that match your preferences. Select a game in the list displayed to go to the lobby for that game. Choose your livery (Ⓐ) and press ⓧ to show you are ready to race. The Host can select "Start" to begin the race at any time.

Note: If you join a game where players are already racing, you must wait for the current race to finish before starting to race.

Create Session: Use "Create Session" to follow the options on screen and set up your own game for others to join. If you want to enable anyone to join, set "Invite Only" to OFF, however if you only want people from your Friends list to be able to drive with you, set "Invite Only" to ON, and invite players to join.

OPTIONS MENU

Select "Options" on the Main Menu to adjust game settings:

Controls:	Select your preferred controller setup from the available options.
Steering Wheel Options:	Configure steering wheel controllers.
Audio:	Adjust the volume of sound elements within the game.
Display:	Select the color of the Head Up Display (HUD).

Advanced Game Options:

Transmission:	Select automatic or manual transmission (see On the Track).
Auto AI Adjust:	With this "on," AI drivers will adjust themselves to your skill level. With this setting off, they will drive at 100% efficiency.
Caution Period Autodrive:	Allow Autodrive to take control during Caution Periods (yellow flags) to ensure you do not violate the race rules.
Traction Control:	Set the default Assist for the Easy and Normal skill levels.
Speed Assist:	Set the default Assist for the Easy skill level.
	Note: available Assists can be turned on or off through the Pause Menu.

PAUSE MENU

Press **START** at any time during your race to activate the Pause Menu and access the following options. The actual set of options that appear on the Pause Menu depend on the part of the game from which it is activated.

Resume:	Return to race.
Quit Race/Test Drive:	End the race or Test Drive and return to menus.
Restart Race:	Return to the grid and take another hit at the race.
Replay:	Check out saved replay action.
Assists:	Activate or deactivate in-race assists.
Abort / Waive:	End qualification (see Qualification).

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INJUNCTION. Because Codemasters would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Codemasters shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Codemasters may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Codemasters, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Codemasters at:

The Codemasters Software Company Limited, PO Box 6, Leamington Spa Warwickshire CV47 2ZT United Kingdom. Tel +44 1926 814 132, Fax +44 1926 817 595.

TECHNICAL SUPPORT

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